

ABSTRACT

A system having an Object Distributor and Integrator creates distributed software objects from non-distributed objects developed in different programming languages without requiring a human to explicitly program the objects with code specific to making the objects distributed, wherein the objects are of the type (but not restricted to) .dll, .class, or .obj. The Object Distributor and Integrator also provides integration of the objects with distribution specific code, with the distributed environment, dynamically and at runtime, without having to code reprogram the objects with code specific to the integration. The system may employ a method for dynamically distributing and integrating one or more non-distributed objects, including publisher objects and subscriber objects in a distributed environment. Generally, the method includes the steps of selecting at least one method of the non-distributed object, generating distribution code to enable the distribution of the object, and integrating the object in the distributed environment.

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